



N-GAGE
NOKIA

www.n-gage.com

DIGIRED

Single Player

Multiplayer

Bluetooth®

NOOKIA

For use only with the N-Gage™ mobile game deck. Copyright © 2004 Nokia. All rights reserved. Nokia, N-Gage, N-Gage QD and Requiem of Hell are trademarks or registered trademarks of Nokia Corporation. Other product and company names mentioned herein may be trademarks or trade names of their respective owners. Printed in China. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

N-GAGE

1-2 PLAYERS

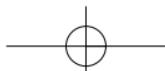
REQUIEM
OF
HELL™



ONLY ON
N-GAGE

DIGIRED

NOKIA



Part No. 9230437, Issue No. 01
R/XXXXXX/YY

Copyright © 2004 Nokia. All rights reserved.

Nokia, N-Gage, N-Gage QD and Requiem of Hell™ are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners.
Printed in China.

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for Requiem of Hell™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

UNDER NO CIRCUMSTANCES SHALL NOKIA BE RESPONSIBLE FOR ANY LOSS OF DATA OR INCOME OR ANY SPECIAL, INCIDENTAL, AND CONSEQUENTIAL OR INDIRECT DAMAGES HOWSOEVER CAUSED. THE CONTENTS OF THIS DOCUMENT ARE PROVIDED "AS IS." EXCEPT AS REQUIRED BY APPLICABLE LAW, NO WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE MADE IN RELATION TO THE ACCURACY AND RELIABILITY OR CONTENTS OF THIS DOCUMENT. NOKIA RESERVES THE RIGHT TO REVISE THIS DOCUMENT OR WITHDRAW IT AT ANY TIME WITHOUT PRIOR NOTICE.

EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.
Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

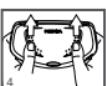
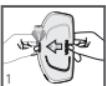
- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Note: Do not use the USB port during gameplay.

Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)



Starting a Game

Nokia N-Gage™

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Bluetooth® Multiplayer Game Play*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

Table of Contents

Inserting the N-Gage™ Game Card	3
Starting a Game	3
Bluetooth® Multiplayer Game Play	3
1.0 Introduction	4
2.0 Characters in the Tale	6
2.1 Main Characters	6
2.2 Foes	7
3.0 Game Control	11
4.0 User Interface	12
4.1 Main Menu	12
4.2 Interface	12
4.3 Inventory	13
4.4 Mini-Map	13
4.5 Normal Attack	13
4.6 Combo Strike	13
4.7 Spell Magic	13
5.0 Hints	14
Nokia Limited Warranty	16
Limitations on Warranty	16
Obtaining Warranty and Technical Support	16
Register Your Game Online	16

1.0 Introduction

Since the old Shaman shut the gate, the demon Dalu has tried to fight, lure and break his way out of the deepest levels of Hell back into the world of humans. He resides in an evil tree known as the Dragon Tree, and, with the help of the tree, he has been sucking energy from the human world in preparation for his final assault.

Every hour brings him closer to his goal. The only thing stopping him is the old man who guards the gate, but the Shaman's strength is failing.



The Shaman's only hope lies with the fairy Gigi, who has been sent on a mission: to resurrect a hero's corpse to battle Dalu.

Guided by Gigi, assume the body of either Linda or Troy and fight your way from the burial grounds, past hordes of the demon's minions, to your final battle with the demon Dalu himself.

The fate of the living rests in your hands. Use your blade, magic, brain and quick fingers to save the world.

Let's go!



2.0 Characters in the Tale

2.1 Main Characters

Troy

In his previous life Troy was a respected butcher without any family. But after he fell in love with the whore Linda, he killed a man who wanted to buy time with her, and was executed for his crime.



Linda

Linda used to be a whore in a small time brothel. After the butcher Troy fell in love with her, she killed the judge who sentenced Troy to death. Then she too was killed.



Gigi

Gigi the fairy will be your guide. Since Gigi knows a lot about magic, creatures from Hell, and the area around Hollow-Wood Mountain, she will be a great help to you.



Dalu

No one who has seen the demon Dalu has lived to tell of it.

2.2 Foes

Your foes lurk in shadows, in caves and behind the trees. It would be very foolish to underestimate them even if you are an experienced killer. Some of them are nearly indestructible with normal weapons, so be sure to use your magic.



Skeleton

The foot soldier from Hell isn't soft skinned. The Skeleton soldier carries a bone crunching axe and can be as wild and dangerous as a burning bear. These soldiers are in control of the City of Appetency.

Attack	Defense	Health	Experience
8	5	15	1



Cerberus

An incredibly ugly three-headed beast, Cerberus feeds on humans and will attack on sight. This nightmare dog guards the entrance to Hell, and with six eyes, three monster jaws and four fast legs, it is properly equipped for the task.

Attack	Defense	Health	Experience
10	5	25	2

ENGLISH

**Frenzy**

An ugly three-headed beast, the Frenzy has a monstrous arm that he can swing at great range. But don't worry, if you are not scared to death by its appearance, the Frenzy will try to finish the job quickly and painlessly.

Attack	20	Defense	20	Health	55	Experience	10
--------	----	---------	----	--------	----	------------	----

**Toldo**

Toldo is a weird woman who has been turned into a monster by Dalu. With no arms or weapons, she only seems harmless.

Attack	15	Defense	13	Health	30	Experience	6
--------	----	---------	----	--------	----	------------	---

8

1



Lizard Bowman

This marksman moves fast and with stealth, always trying to stay out of reach of your blade. The Lizard Bowman prefers to attack when the prey is distracted by other dangers - this is a sneaky bastard that needs to be attacked when spotted.

Attack
20

Defense
20

Health
50

Experience
10



Monstertwin

This is an evil beast. This huge ogre can smash anything and the twin body on its back makes it twice as dangerous. Together they form a wicked team that is hard to take down with weapons alone...

Attack
18

Defense
15

Health
40

Experience
8



Pit Fiend

No matter what part of this fiend hits you, it can be fatal. When a creature has a vicious sword coming out of its skull, the rest of the body is bound to be dangerous as well. The Pit Fiend's behavior proves that it is more than just the letter "R" that differentiates a friend and a fiend.

Attack
10

Defense
10

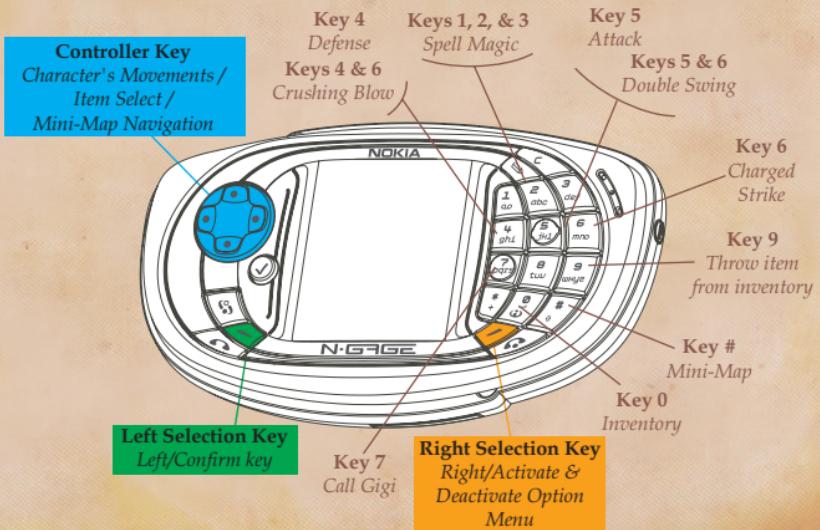
Health
25

Experience
6

10

1

3.0 GAME CONTROL



4.0 USER INTERFACE

4.1 Main Menu

- Start New Game: Start a single-player game.
- Continue: Continue a saved game.
- Multiplayer: Play via Bluetooth® wireless technology. Cooperative mode allows you to go to Hell with a friend.
- Options: Audio and language options.
- Exit: Quit **Requiem of Hell™**. Go back to reality.



4.2 Interface

- HP indicator: Indicates your remaining Hit Points. If your HP runs out, you die.
- Item Box: Displays the items currently in your possession.
- Your Avatar: The character you control.



4.3 Inventory

Press **Key 0** to bring up the inventory, which allows you to choose an item.

Items can be used in three ways:



Normal Item: Every item has a special function, which is displayed on the bottom of the screen. Press **Key 5** to use the item and experience the special function.

Throw Item: Some of the items can be thrown at targets. The item must be equipped first by pressing **Key 5**. Pressing **Key 9** will throw it during battle.

Equip Item: Items such as weapons and accessories must be equipped by pressing **Key 5**.

4.4 Mini-Map

The closer you get to Hell the easier it is to lose your way. To prevent this, a Mini-Map showing a large area of the neighborhood is provided. The avatar is represented by a yellow dot in the middle of the map. Press **Key #** to display the Mini-Map.



4.5 Normal Attack

To battle the hordes of beasts that are trying to kill you, you can, thank god, attack them as well. Troy will use his axe, Linda her sword. Press **Key 5** to make a normal attack. Press **Key 4** to defend yourself.



4.6 Combo Strike

The combination of **Key 5** and **Key 6** will unleash a mighty blow. Hold **Key 6** and release to make a long-distance, charged strike. Press **Key 4**, then **Key 6** to make the crushing blow counterattack. Press **Key 5** and **Key 6** simultaneously to double swing, increasing your damage.



4.7 Spell Magic

Some monsters must be killed with the use of magic, but only Gigi, the fairy, can use magic. The first icon on the top represents the magic carried by the weapon you are currently using. The next three icons show the magic spells available for Gigi to use. Press the number key that corresponds to the spell to cast it.



ENGLISH



5.0 Hints

1. Hollow-Wood Mountain

[Find the Scroll](#)

- i. SITUATION: Gigi is looking for the "key" to use a teleport.
- ii. HINT: The key is in the middle stone field.
- iii. AFTERWARD: Keep the key in inventory to open the gate at "City of Soul."

[Find the Black Ore](#)

- i. SITUATION: Have at least one piece of Black Ore and Orange Ore, and then find the Shaman.
- ii. HINT: Talk to the Shaman, and pick up Orange Ore at "Negative World" and Black Ore at "Tower of Summon."
- iii. AFTERWARD: Use the Ore powder to destroy the Evil Light.

2. The Lost Grave

[Find the Soul Amulet](#)

- i. SITUATION: All the monsters are invisible here.
- ii. HINT: You can find an amulet in the middle of the Lost Grave.
- iii. AFTERWARD: Return to the gate which connects the Lost Grave and Hollow-Wood Mountain, and talk with the Lady. You will receive the Undead Mirror, which shows all the monsters in the Lost Grave.

14

1

X

3. Maze of Energy**Find the Orange Ore**

- i. SITUATION: Enter into the Maze of Energy.
- ii. HINT: Kill the Frenzy to find the Orange Ore.
- iii. AFTERWARD: Get the Black Ore from the Monstertwin in Tower of Darkness, then return to Hollow-Wood Mountain to talk with the Shaman in order to get Black Ore Powder.

4. Tower of Darkness**Find the Black Ore**

- i. SITUATION: Enter into the Tower of Darkness.
- ii. HINT: Kill the Monstertwin to find the Black Ore.
- iii. AFTERWARD: Get the Orange Ore from the Frenzy in the Maze of Energy, then return to Hollow-Wood Mountain to talk with the Shaman in order to get Black Ore Powder.

5. City of Soul**Find the Ice Weapon**

- i. SITUATION: Enter the "City of Soul" using a scroll.
- ii. HINT: Your weapon will become very hot in the battle with Dalu. You will need to return to Hollow-Wood Mountain to cool it in the Magic Fountain. The final solution is to find the Ice Sword/Axe.
- iii. AFTERWARD: You can destroy the Dragon Trees with the Ice Sword/Axe.

6. Dragon Tree's Blood**Stamp out the Evil Lights**

- i. SITUATION: Must snuff out seven Evil Lights in 10 minutes.
- ii. HINT: Use the Ore Powder.
- iii. AFTERWARD: Enter the Dragon Tree's Heart through the entrance at the bottom left of the Pool of Blood.

7. Dragon Tree's Heart**Chop down the six Dragon Trees with the Ice weapon**

- i. SITUATION: Enter the Dragon Tree's Heart to get the Ice Sword/Axe.
- ii. HINT: Kill all the monsters guarding the Dragon Tree's Heart and cut down the six trees with the Ice Sword/Axe.
- iii. AFTERWARD: Encounter Dalu and fight to the death.

Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

Register Your Game Online

To register, go online at: www.n-gage.com

...and now, GET READY TO N-GAGE!

Copyright © 2004 Nokia. All rights reserved.
Nokia, N-Gage, N-Gage QD and Requiem of Hell™ are trademarks or registered trademarks of Nokia Corporation. Other company and product names mentioned herein may be trademarks or trade names of their respective owners. Bluetooth is a registered trademark of Bluetooth SIG, Inc.

